CAPTAIN

SHOOT		FIGHT
Range	Shots	Attacks
24"	1	2

Master-crafted Bolter: You can re-roll the hit dice when a Captain shoots if he misses his target.

Power Sword: Ork models cannot take saving throws against a Captain's attacks in the Fight phase.

3+ | 3

DREADNOUGHT

SHOOT		FIGHT
Range	Shots	Attacks
24"	1	3

Armoured Might: In the Shoot phase, a Dreadnought can only be harmed by a Deffkopta's Rokkits.

Armoured Might: A Dreadnought can only be harmed by a Warboss' Power Klaw in the Fight phase.

N/A | 3

SPACE MARINE

SHOOT		FIGHT
Range	Shots	Attacks
24"	1	1

Rapid Fire: This model fires 2 shots instead of 1 if its target is within 12".

3+ | 1

WARBOSS

SHOOT		FIGHT
Range	Shots	Attacks
18"	2	3

Twin-linked Shoota: You can re-roll the hit dice when a Warboss shoots if he misses his target.

Power Klaw: This weapon wounds on 2+ instead of 4+ and models cannot take saving throws against it.

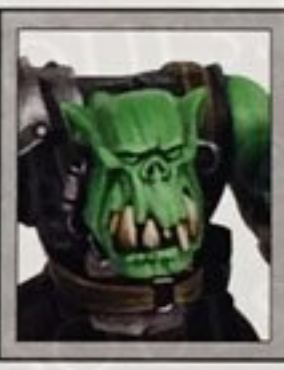
4+ | 4

SERGEANT

SHOOT		FIGHT
Range	Shots	Attacks
12"	1	2

3+ | 1

ORK BOY



SHOOT		FIGHT
Range	Shots	Attacks
12"	1	2

6+ | 1

MISSILE LAUNCHER

SHOOT		FIGHT
Range	Shots	Attacks
48"	2	1

Heavy Weapon: A Missile Launcher can only be fired if the Space Marine has not moved this turn.

3+ | 1

BIG SHOOTA

SHOOT		FIGHT
Range	Shots	Attacks
24"	2	2

6+ | 1

FLAMER

SHOOT		FIGHT
Range	Shots	Attacks
9"	2	1

Wall of Death: Flamers automatically hit their target – there is no need to make any hit rolls.

3+ | 1

ORK NOB

SHOOT		FIGHT
Range	Shots	Attacks
12"	1	3

Furious Charge: You can add 1 to the wound rolls made for this model if it charged this turn.

4+ | 2

TERMINATOR

SHOOT		FIGHT
Range	Shots	Attacks
24"	2	2

Crux Terminatus: This model's armour is so strong it can even make saving throws against Ork Rokkits.

Power Sword: Ork models cannot take saving throws against a Terminator's attacks in the Fight phase.

2+ | 1

DEFFKOPTA

SHOOT		FIGHT
Range	Shots	Attacks
24"	2	2

Rokkits: This weapon wounds on 2+ instead of 4+ and models cannot take saving throws against it.

Hit & Run: If this model is locked in combat at the end of a Fight phase, it may leave the fight and move 12" away.

4+ | 2

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